

WHAT IS CLAIMED IS:

- 1 1. A method for interacting with a user comprising:
 - 2 receiving from the user a captured sample of an experiential environment;
 - 3 and
 - 4 triggering a predetermined event in response to the captured sample.

- 1 2. The method according to claim 1, further comprising determining from
2 the signal a characteristic of the captured sample and triggering a predetermined
3 event in response to the determined characteristic.

- 1 3. The method according to claim 1, wherein the predetermined event
2 includes a transaction.

- 1 4. The method according to claim 3, wherein the transaction includes sales
2 and purchase of merchandise.

- 1 5. The method according to claim 3, wherein the transaction includes an
2 offer for sale of merchandise.

- 1 6. The method according to claim 5, wherein the offer for sale of
2 merchandise includes an offer to sell recordings of music.

1 7. The method according to claim 6, wherein the recording is related to a
2 characteristic of the captured sample.

1 8. The method according to claim 3, wherein the transaction includes
2 furnishing and receiving information.

1 9. The method according to claim 3, wherein the transaction includes
2 delivery of advertising or promotional offers.

1 10. The method according to claim 9, wherein the promotional offers
2 include trial offers.

1 11. The method according to claim 9, wherein the promotional offers
2 include offers to sell merchandise or services at discounted prices.

1 12. The method according to claim 3, wherein the transaction includes an
2 exchange of information between a sales source and the user attendant to a sale of
3 merchandise or services to the user.

1 13. The method according to claim 5, wherein the offer is selected in
2 response to a profile of the user.

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- 1 14. The method according to claim 5, wherein the offer is selected in
2 response to history of transactions completed with the user.

- 1 15. The method according to claim 1, wherein the predetermined event
2 includes a communication event.

- 1 16. The method according to claim 1, wherein the predetermined event
2 includes an entertainment event.

- 1 17. The method according to claim 1, wherein the predetermined event
2 includes a surveillance or monitoring event.

- 1 18. The method according to claim 1, wherein the predetermined event
2 includes a human ability enhancement event.

- 1 19. The method according to claim 1, wherein the predetermined event
2 includes an execution of tasks or instructions event

- 1 20. The method according to claim 1, wherein the predetermined event
2 includes a delivery of information event

- 1 21. The method according to claim 1, wherein the predetermined event
2 includes a delivery of services event.

1 22. The method according to claim 1, wherein the predetermined event
2 includes a control event.

1 23. The method according to claim 1, wherein the predetermined event
2 includes a combination of communication events and control events.

1 24. The method according to claim 5, wherein the predetermined event
2 includes an entertainment event.

1 25. A method for interacting with a user, comprising:
2 providing a user with an ability to capture a sample of an experiential
3 environment; and
4 delivering said sample to an interactive service to trigger one or more
5 predetermined events.

1 26. The method according to claim 25, wherein the predetermined event
2 includes a communication event.

1 27. The method according to claim 25, wherein the predetermined event
2 includes a surveillance event.

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1 28. A method for interacting with a user, comprising:
2 capturing a sample of an experiential environment; and
3 triggering one or more predetermined events at an interactive service upon
4 receipt of said sample.

1 29. The method according to claim 28, wherein the one or more
2 predetermined events includes at least a communication event.

1 30. The method according to claim 28, wherein the one or more
2 predetermined events includes at least a surveillance event.

1 31. A method for receiving instructions from a user in an interactive
2 service, comprising:
3 receiving a sample of an experiential environment from the user; and
4 triggering one or more predetermined events in the interactive service upon
5 receipt of said sample.

1 32. The method according to claim 31, wherein the one or more
2 predetermined events includes at least a communication event.

1 33. The method according to claim 31, wherein the one or more
2 predetermined events includes at least a surveillance event.

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1 34. A method for interacting with an interactive service comprising:
2 sampling an experiential environment; and
3 forwarding the sample to an interactive service to trigger one or more
4 predetermined events.

1 35. The method according to claim 34, wherein the one or more
2 predetermined events includes at least a communication event.

1 36. The method according to claim 34, wherein the one or more
2 predetermined events includes at least a surveillance event.

1 37. The method according to claim 34, further comprising deriving
2 information from the sample.

1 38. The method according to claim 37, further comprising combining
2 information derived from the sample with information known about the user to
3 trigger the one or more predetermined events.

1 39. The method according to claim 38, wherein the one or more
2 predetermined events includes one or more of the following: delivery of
3 information and/or services to the user, execution of tasks and/or instructions by the
4 service on the user's behalf, a communication event, a surveillance event and one or
5 more control-oriented events that are responsive to the user's wishes.

1 40. The method according to claim 39, wherein the triggered events also
2 include one or more of the following: transaction-oriented events, entertainment
3 events, and events associated with enhancements to human ability or function.

1 41. A method for triggering an information delivery event to a user,
2 comprising:
3 accessing an interactive service;
4 capturing a sample of an audio signal to which a user is listening;
5 identifying a song included in the audio signal; and
6 delivering lyric information to the user upon identifying the song.

1 42. The method according to claim 41, wherein the delivery of lyric
2 information occurs in real-time so that the user can read the lyrics and sing along
3 with the song.

1 43. The method according to claim 42, wherein the lyric data is transmitted
2 in near synchronism to the song.

1 44. The method according to claim 43, wherein the user further interacts
2 with the service via a graphical user interface.

1 45. The method according to claim 43, wherein the user accesses the
2 interactive service by dialing a predetermined telephone number and interacts with
3 the interactive service via touch tones on the telephone handset.

1 46. A system for interacting with a user comprising:
2 a capture device to capture a sample of an experiential environment;
3 a user input/identification device to identify the user;
4 a database to store data representative of potential samples;
5 a recognition engine to process the sample of the experiential environment
6 in combination with the stored data in the database to identify the sample;
7 a user profile storage device to store information regarding one or more
8 users of the system; and
9 a transaction engine initiating a transaction with the user based on the
10 identified sample and identification of the user and stored information regarding the
11 identified user.

1 47. The system according to claim 46, wherein the transaction includes at
2 least a communication event.

1 48. The system according to claim 46, wherein the transaction includes at
2 least a surveillance event.

1 49. A method for interacting with a user to trigger a transaction with the
2 user comprising:
3 capturing an image of an advertisement; and
4 forwarding the captured image to a predetermined web site.

1 50. The method according to claim 49, further comprising:
2 identifying the captured image; and
3 engaging in a transaction with the user based on the identified sample.

1 51. The method according to claim 50, wherein the transaction includes at
2 least a communication event.

1 52. The method according to claim 50, wherein the transaction includes at
2 least a surveillance event.

1 53. The method according to claim 49, wherein the advertisement is
2 disposed in one or more of the following: a newspaper, a magazine, a billboard, a
3 sign, a poster, a printed publication.

1 54. A method for enhancing human abilities of a user comprising:
2 capturing a sample of an experiential environment of the user;
3 forwarding the captured sample to an interactive service; and
4 triggering an enhancement event based on the captured sample.

1 55. A method for interacting with a user comprising:
2 receiving a captured sample of an experiential event from a user;
3 triggering a transactional event with the user based on a characteristic of the
4 captured sample.

1 56. The method according to claim 55, wherein the transactional event
2 includes storing the captured sample.

1 57. The method according to claim 56, wherein the transactional event
2 includes sorting the captured sample based on a dominant characteristic inherent in
3 the captured sample.

1 58. A method for remote sensing comprising:
2 accessing a remote sensing service;
3 sampling the audio environment in the location; and
4 triggering an event based on a characteristic in the sampled audio
5 environment.

1 59. The method according to claim 58, wherein the accessing includes
2 accessing a remote sensing service by dialing a predetermined telephone number.

1 60. The method according to claim 58, wherein the sampling includes
2 leaving the telephone handset off hook in a location in which the user wishes to
3 remotely sense activity.

1 61. A method for remotely sensing an environment of a user;
2 capturing a sample of an experiential environment; and
3 using the sample to trigger an event to provide assistance to the user.

1 62. The method according to claim 61, wherein the sample includes a video
2 image and the assistance includes identifying a person in the image.

1 63. A method for paying bills comprising:
2 scanning a bill;
3 forwarding the scanned bill to a bill payment service; and
4 paying the bill by the bill payment service upon receiving the scanned bill in
5 combination with user profile data.

1 64. The method according to claim 63, wherein paying the bill includes
2 debiting the user's bank account.

1 65. A method for interacting with a user comprising:
2 sampling an audio component of a broadcast signal;
3 forwarding the sampled audio component to a service provider;
4 identifying one or more corporations in the sampled audio component; and
5 engaging in a transaction with the user involving the one or more
6 corporations.

1 66. The method according to claim 65, wherein the transaction includes
2 forwarding information to the user regarding the one or more corporations.

1 67. The method according to claim 65, wherein the transaction includes
2 trading securities of the one or more corporations based on user profile data and
3 information characteristics derived from the audio sample.

1 68. A method for interacting with a user comprising:
2 receiving a sample of an experiential event; and
3 initiating one or more control events in response to said sampled
4 experiential event.

1 69. A method for finding suitable employers comprising:
2 capturing images from a plurality of web sites of a plurality of potential
3 employers;
4 uploading the images to a processor;
5 deriving one or more characteristics from the captured images; and
6 sorting a database of the plurality of potential employers in accordance with
7 the derived characteristics.

1 70. A portable apparatus for interacting with a user comprising:
2 a capture device to capture a sample of an experiential environment;
3 a database to store data representative of potential samples; and
4 a processor to process the sample of the experiential environment in
5 combination with the stored data in the database to identify the sample and to
6 initiate a transaction with the user based on the identified sample and identification
7 of the user and stored information regarding the identified user.

1 71. The portable apparatus according to claim 70, further comprising a user
2 input/identification device to identify the user.

1 72. The portable apparatus according to claim 70, wherein the portable
2 apparatus comprises a portable computing device.

1 73. The portable apparatus according to claim 70, wherein the database is
2 updatable by coupling the apparatus to an interactive service.

1 74. A portable apparatus for interacting with a user comprising:
2 a capture device to capture a sample of an experiential environment;
3 a communication device to communicate with an interactive service; and
4 a processor to process the sample of the experiential environment and
5 forward a processed version of the sample to the interactive service via the
6 communication device to identify the sample and to initiate a transaction with the
7 interactive service for the user based on the identified sample and identification of
8 the user and stored information regarding the identified user.

1 75. A method for interacting with a user comprising:
2 sampling an experiential event; and
3 initiating one or more control events in response to said sampled
4 experiential event.